TIME OF LEGENDS

Joan of Arc

Player Aid

The Round Structure

1 - Council Phase

A) ROUND CARDS
B) WAR COUNCIL CARDS
C) UPKEEP

2 - First Player Turn

A) ORDERS PHASE
B) RESERVE PHASE

3 - Second Player Turn

A) ORDERS PHASE
B) RESERVE PHASE

4 - Camp Phase

A) CASUALTIES CHECK
B) FIRE DAMAGE
C) ENDGAME AND VICTORY CHECK

Doom Dice Results

Death: The unit is destroyed and put into the Graveyard (see p.18, « Destroy a Unit »).

Disrupted: *The unit is disordered and unable to act.* Place it in the Disrupted section of the Infirmary.

Rally: Rally this unit (see p.17, « Rally a Unit »).

Delayed Rally: *The unit loses time as it recovers from the horrors of combat.* Move it to the waiting section of the Infirmary.

Resolving an Attack

Kill: If the unit does not have any HP on its card, it is destroyed. Place the unit in the Graveyard. Otherwise, place 1 Wound on its Unit card. If the number of Wounds on the card is at least equal to its number of HP, the unit is destroyed.

Disrupt: If the unit does not have any HP on its card, or is a Character with only 1 HP remaining, it is Disrupted and placed in the Disrupted section of the Infirmary. Otherwise place 1 Wound on its Unit card.

Push: The unit is Pushed back. The **attacker** chooses an adjacent free area or an area allied to the Pushed back unit where that unit must move, observing the rules of capacity. If it cannot move to any adjacent area, then it suffers 1 Disrupt result instead. A unit with multiple HP may decide to remain in the area by receiving 1 Wound instead of being **Pushed**, before the attacker chooses the destination area. If the number of Wounds on its card is at least equal to its number of HP, the unit is destroyed.

Shield: For each Shield result the defender rolled, they may discard 1 of the attacker's results by first choosing from the Kill results, then Disrupt, then Push.

A player may exchange at any time and as many time as they wish 1 Intrigue token they own for 1 Legend token or 1 XP token from the common pool.

Hex Sizes

A hex with 1 area has 8 spaces.

A hex with 2 areas has 6 spaces per area.

A hex with 3 areas has 4 spaces per area.

Hex Types

PLAIN/FIELD
Each cavalry unit that starts and moves only through these areas while performing a Charge action may reroll 1 of their attack dice.

SWAMP
- When attacking into a swamp area, you may remove 1 Shield result of the defense roll when resolving the Attack.
- A Charge action ends its activation when entering this area.
- A Charge cannot start from this area.

ROCKS/HILL
- When defending, apply the Retaliation skill to 1 of your dice results, chosen after the defense roll.
- Direct shooting can reach this area but not pass through.
- When performing a Shooting attack from this area, add 1 hex to the attacking unit's range.

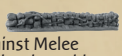
FOREST (with tree in the area)
- When defending in this area, you may reroll 1 dice.
- Direct shooting can reach this area but not pass through.

VILLAGE (with building in the area)
- When defending in this area, you may reroll 1 dice.
- Direct shooting can reach this area but not pass through.

BUILDING INTERIOR
Units in a building:
- may only be attacked by units in the same building or from the adjacent ground area.
- may only attack units in the same building or in the adjacent ground area.
- when defending against an Attack from the adjacent ground area, they gain 1 black dice for their defense roll.

BARRICADE
- When defending in this area, each unit gains 1 white dice.
- When attacking, only units with Engineer skill may Follow-up after combat to this area.
- Remove the Barricade if an enemy unit moves into the area containing it.

STAKES
- When defending against Melee attacks through this border, each Bowmen unit gains 1 yellow dice.
- When attacking, units cannot Follow-up after combat through this border.
- Remove the Stakes if an enemy unit crosses the border they are on.



WALL
- When defending against Melee attacks through this border, add 1 Shield result to your total defense roll.
- When attacking, units cannot Follow-up after combat through this border.

Factions

French · English · Scottish · Burgundy · Walachian · Ottoman · Holy · Unholy · Mercenary · Civilian

Skills

Big: This unit has a size of 3 (it fills 3 spaces) and is immune to Terror skill effects. A unit with Big skill cannot enter a building. Any unit with Big skill on a ground hex, and which is not a War Machine, may declare a special Melee attack against an adjacent enemy area, rolling 1 Gigantic dice instead of its Melee attack roll (once per Round). This Attack is resolved at the same time as the Attack of any other allied units initiating an attack against the same area. A Trample result obtained during this Attack will inflict 1 Push result to each unit located in the target area, it cannot be canceled with Shield results from the defense roll.

Bodyguard: After attack results have been allocated to units in the same area as a unit with Bodyguard skill, the defending player may reassign 1 Kill or 1 Disrupt result from another unit to that Bodyguard unit, even if this would exceed its HP.

Carrier: When a flying unit with Carrier skill performs a Move action from a ground area, containing an allied Character or Civilian without the Big skill, the flying unit may carry the allied Character or Civilian and move with it. The transported unit follows the flying unit during its movement, and it is dropped off if this movement ends in a ground area. The unit cannot be dropped off in a sky hex. While transported, a unit still occupies the same number of spaces in an area as it would without being transported, but doesn't possess any skills, powers or attack and defense dice. If the carrier is destroyed or Disrupted while transporting a unit, the transported unit is immediately destroyed.

Charge: When a unit with Charge skill is activated by a Charge order, it may perform a Charge action to do a Move action, then a Melee attack (if they wish) as part of the same activation. When moving, infantry travel 1 area and cavalry/flying up to 2 areas.

Charisma: When a unit with Charisma skill performs a Discussion action, the player may choose any question regardless of faction restrictions. In addition, if the chosen answer involves a dice roll, you can reroll the dice once.

Cohesion: If at least 3 units with this skill are in the same area, add 1 white dice to your defense roll.

Dodge: When defending, if a unit with Dodge rolls a blank result, it may immediately move to an adjacent free or allied area, of the defender's choice. This move occurs before the Attack is resolved.

Engineer: The Unit may perform Engineer actions during their activation (see p.24).

Feint: When attacking, this unit can reroll 1 of their dice once.

Fireproof: The unit is immune to Fire tokens effects.

Haste X: When the unit performs a Haste action, it moves through several consecutive areas. The X determines the maximum number of areas that can be crossed during the action.

Heal: The unit may perform a Heal action to remove 1 Wound from another Character located in the same area.

Immortal: The unit is placed in the Disrupted area of the Infirmary when it suffers a Wound that would destroy it. The unit treats any Death result rolled on the Doom dice as a Disrupt result. It is also immune to the Terror skill.

Impetuous: The unit must Follow-up after combat (see p.23) after combat, if able.

Jump X: When this unit performs a Jump action, remove its model from the board and place it on any free or allied area which is not full, within X areas of its starting position.

Mercenary: Once per turn, a Character with Mercenary skill can be activated through the Command action of another allied unit (see p.25).

Parry: When defending against Melee attacks, this unit may reroll 1 of its dice.

Prayer: When the player's unit performs a Prayer action with this unit, that player gains either 1 Legend token or 1 XP token.

Rally: Units with Rally skill are considered to be additional allied Rally points. They cannot be moved by powers or effects that can move Rally point tokens (see Rally a unit, p.17).

Reroll: Once per game, when a player activates this unit, they can choose to retrieve their Reroll token.

Retaliation: When defending against Melee attacks, this unit can apply each Kill, Disrupt and Push result in their defense roll to the attacking units, chosen by the attacker (see p.23).

Ruthless: When attacking, the player may spend 1 Legend token to change 1 Disrupt result obtained by this unit to a Kill result (once per Attack).

Slayer: When attacking, if the unit obtains at least 1 Kill result and it is assigned to an enemy Character, that Character suffers 1 additional Wound.

Support: If at least 3 units with this skill are in the same area and attacking together, and targeting the same area, add 1 white dice to your attack roll.

Targeting: When attacking, dice results obtained by this unit can be assigned to enemy units of the attacker's choice within the target area.

Terror X: When a Melee attack is declared against an area containing at least one unit with Terror X, roll X black dice before the attack. For each Shield result, 1 attacking unit of the defender's choice can only roll 1 of its attack dice, chosen by the attacker. A unit inflicted with Terror while only possessing 1 attack dice performs a Wait action instead of attacking. If several units with Terror are located in the same area, only take into account the unit with the highest Terror value. Attacking units with Big skill, Immortal skill, or Terror skill of equal or superior value (X) are immune to Terror effects. These units cannot be chosen by the defender to suffer from Terror effects.

Tough: When defending, if this unit receives a Kill result after being attacked when having only 1 hit point left, roll 1 black dice and cancel that Kill if the result is a Shield.

Orders

Icons